

"BLAKE'S SEVEN"Episode 8: 'Duel'

by

Terry Nation

Tx '78

Producer DAVID MALONEY
Director DOUGLAS CAMFIELD
P.A. TONY VIRGO
Assistant JEAN DAVIS
A.F.M. JACINTA PEEL

Designer ROGER MURRAY-LEACH

Costume Designer RUPERT JARVIS
Make-Up Supervisor MARIANNE FORD

T.M.1. BRIAN CLEMETT
T.M.2. CLIVE GULLIVER
Sound Supervisor TONY MILLIER
Vision Mixer VICTOR MELLENEY
Grams Operator GORDON PHILIPSON
Electronic FX Op. A.J. MITCHELL
Floor Assistant BARBARA SIMANIN
Crew 10 - PETER HIDER

Script Editor CHRIS BOUCHER
P.U.M. SHEELAGH REES

Wednesday, 1st February 1978, TC.3.

10.30 - 13.00 Camera rehearsal
13.00 - 14.00 LUNCH
14.00 - 18.00 Camera rehearsal (with TK.36)
18.00 - 19.00 DINNER
19.00 - 19.30 Sound and Vision Line-Up
19.30 - 22.00 Record: VTC/6HT/B22094D.

Editing: 4th/5th February 1978

C A S T

Blake GARETH THOMAS
Jenna SALLY KNYVETTE
Avon PAUL DARROW
Cally JAN CHAPPELL
Vila MICHAEL KEATING
Gan DAVID JACKSON
Zen PETER TUDDENHAM

Technical Requirements:

5 peds
4 booms

Usual complement
of floor and slung
monitors

Visual FX
Electronic FX
C.S.O.

"BLAKE'S SEVEN"

Episode 8: 'Duel'

REMOUNT

STUDIO RUNNING ORDER

Recording 1st. February 1978

Page	Scene	Shots	Cams/Booms	Cast
12.	4. INT. LIBERATOR FLIGHT DECK. + Graphics caption.	1 - 13	2C 4C 3B 1C C2 B2 A2	BLAKE JENNA VILA AVON CALLY GAN ZEN
BREAK - Costume change (Run film)				
86.	<u>Telecine 11.</u> Blake and Travis fight in the forest. (+ Video Disc)		<u>Duration:</u>	1'00"
58.	<u>Telecine 10.</u> Liberator and Pursuit Ship in space. (+ Video Disc)		<u>Duration:</u>	18"
92.	<u>Telecine 12.</u> Blake in forest. (+ Video Disc)		<u>Duration:</u>	30
7.	<u>Telecine 2.</u> Pursuit ships in space.		<u>Duration:</u>	5"
16.	<u>Telecine 4.</u> Pursuit ships in space.		<u>Duration:</u>	5"
19.	<u>Telecine 5.</u> Pursuit ships in space.		<u>Duration:</u>	10"
57.	22. INT. LIBERATOR FLIGHT DECK. + Electronic FX. (+ Video disc)	14 - 17	4C 3B 1C C2 B2 A2	BLAKE JENNA AVON VILA CALLY GAN ZEN
PAUSE				

Page	Scene	Shots	Cams/Booms	Cast
60.	24. INT. LIBERATOR FLIGHT DECK. (+ Video Disc)	18 - 23	2C 4C 3B 1D/C Mute	BLAKE JENNA AVON VILA CALLY GAN ZEN
	PAUSE			
62.	26. INT. LIBERATOR FLIGHT DECK. (+ Video Disc) (BREAK after shot	24 - 26	4C 1E 2C C2	BLAKE JENNA AVON VILA CALLY GAN ZEN
	PAUSE			
65.	29. INT. LIBERATOR FLIGHT DECK. (+ Video Disc)	27	3D B2	JENNA AVON VILA CALLY GAN ZEN
	PAUSE			
20.	6. INT. LIBERATOR TELEPORT. + C.S.O.	28 - 33	2D 5C/D 3C C.S.O. C3 A1	BLAKE JENNA GAN VILA
	PAUSE			
22.	8. INT. LIBERATOR TELEPORT.	34	2D C3 A1	VILA BLAKE V.O.
	PAUSE			

Page	Scene	Shots	Cams/Booms	Cast
31.	13. INT. LIBERATOR TELEPORT. (Combining Sc.15)	35 - 38	5D 3C 2D C3 A1	VILA BLAKE JENNA GAN
	BREAK			
35.	16. INT. LIBERATOR FLIGHT DECK.	39 - 49	2C 4C 3B 1C C2 B2 A2	VILA CALLY AVON BLAKE JENNA GAN ZEN
	PAUSE			
38.	16A. INT. LIBERATOR FLIGHT DECK.	50 - 52	3B 1C C2 B2 A2	BLAKE JENNA AVON CALLY VILA GAN ZEN
	PAUSE			
40.	16B. INT. LIBERATOR FLIGHT DECK.	53 - 55	2C 3B 1C C2 B2 A2	BLAKE JENNA VILA AVON CALLY GAN ZEN
	PAUSE			

Page	Scene	Shots	Cams/Booms	Cast
42.	16C. INT. LIBERATOR FLIGHT DECK.	56 - 58	2C 3B 1C C2 B2 A2	BLAKE JENNA AVON CALLY VILA GAN ZEN
	PAUSE			
44.	16D. INT. LIBERATOR FLIGHT DECK.	59 - 66	4C 3B 1C C2 B2 A2	BLAKE JENNA AVON CALLY VILA GAN ZEN
	BREAK (Run film)			
37.	<u>Telecine 6.</u> (Over scanner) Liberator screen			<u>Duration</u> 8"
		67	2C	AVON
	BREAK			
47.	18. INT. LIBERATOR FLIGHT DECK.	68 - 84	2C 4C 3B 1C C2 B2 A2	BLAKE JENNA AVON CALLY VILA GAN ZEN
	PAUSE			
54.	20. INT. LIBERATOR FLIGHT DECK.	85 - 88	2C 3B 1C C2 B2 A2	BLAKE JENNA AVON CALLY VILA GAN ZEN
	BREAK			

Page	Scene	Shots	Cams/Booms	Cast
67.	31. INT. LIBERATOR FLIGHT DECK.	88A.	4C B2	JENNA CALLY VILA AVON GAN ZEN
	BREAK			
73.	33. INT. LIBERATOR FLIGHT DECK.	89	2C A1 B2	JENNA AVON CALLY VILA GAN ZEN
	BREAK			
76.	35. INT. LIBERATOR FLIGHT DECK. (BLAKE on screen)	90 - 92	2C 4D 1E B2 A1	JENNA AVON CALLY VILA GAN ZEN (BLAKE)
	BREAK			
82.	38. INT. LIBERATOR FLIGHT DECK. + C.S.O.	93 - 96	2C 4E 3F 1E B2 A1	JENNA AVON VILA CALLY GAN ZEN
	BREAK			
93.	42. INT. LIBERATOR FLIGHT DECK.	97 - 98	3F 2C C3 B3	GAN AVON

Page	Scene	Shots	Cams/Booms	Cast
94.	<u>Telecine 13.</u> Blake in the forest. He hides. (Synthesised)		<u>Duration:</u> 12"	
95.	42A. INT. LIBERATOR FLIGHT DECK.	99 - 102	5E 4D 3F C4 B3	AVON VILA CALLY GAN ZEN
	BREAK			
101.	43. INT. LIBERATOR FLIGHT DECK.	103	2C C4 B3	AVON CALLY VILA GAN ZEN
102.	<u>Telecine 16.</u> Travis gathering creeper and vine. (Synthesised)		<u>Duration:</u> 5"	
103.	43A. INT. LIBERATOR FLIGHT DECK.	104 - 105	5E 3G C4 B3	AVON CALLY VILA GAN ZEN
	BREAK			
105.	<u>Telecine 17.</u> Night falls, and both Blake and Jenna, and Travis and the Mutoid, seek shelter in a tree. During the night Blake is bitten by a bat.	106	3C <u>Duration:</u> 4'25"	

Page	Scene	Shots	Cams/Booms	Cast
105A.	43X. INT. LIBERATOR FLIGHT DECK. (Cut-in for Telecine 17)	107	3F C4 B3	VILA AVON CALLY GAN ZEN
BREAK				
115.	44. INT. LIBERATOR FLIGHT DECK.	108	2C C4 B3	AVON VILA CALLY GAN ZEN
116.	<u>Telecine 18.X.</u> A shot of the forest with screams and shrieks. (Synthesised)			
			<u>Duration: 5"</u>	
117.	44A. INT. LIBERATOR FLIGHT DECK.	109 - 118	5E 4D 3F C4 B3	AVON CALLY VILA GAN ZEN
BREAK				
125.	45. INT. LIBERATOR FLIGHT DECK.	119	2C C4 B3	AVON VILA CALLY GAN ZEN
126.	<u>Telecine 19.</u> Travis and the Mutoid working on the framework. (Synthesised)			
			<u>Duration: 5"</u>	

Page	Scene	Shots	Cams/Booms	Cast
127.	45A. INT. LIBERATOR FLIGHT DECK.	120 - 122	4D 3F C4 B3	AVON CALLY VILA GAN ZEN
	BREAK			
140.	46. INT. LIBERATOR FLIGHT DECK.	123 - 124	4D 3F C4 B3	AVON VILA CALLY GAN ZEN
141.	<u>Telecine 21.</u> <u>Duration:</u> 5" Blake threatening Travis. (Synthesised)			
142.	46A. INT. LIBERATOR FLIGHT DECK.	125	5E C4 B3	AVON CALLY VILA GAN ZEN
143.	<u>Telecine 22.</u> <u>Duration:</u> 11" Blake flings down stave and vanishes.			
146.	<u>Telecine 23.</u> <u>Duration:</u> 20" Liberator backs away from the Pursuit Ship and accelerates away into space.			
	PAUSE			
146.	47A. INT. LIBERATOR FLIGHT DECK. CUT AWAY between two film shots	126	4C C4	
	PAUSE			

Page	Scene	Shots	Cams/Booms	Cast
147.	48. INT. LIBERATOR FLIGHT DECK.	127 - 128	2C 4C C4	BLAKE JENNA AVON VILA CALLY GAN ZEN
151.	End Titles			
128.	<u>Telecine 20.</u> <u>Duration:</u> 4'55" Blake and Jenna searching for the other pair. Blake climbs a tree, and Jenna is captured. Blake tries to rescue her, he and Travis fight, while Jenna knocks out the Mutoid. Finally Blake has a chance to kill Travis.			
41.	<u>Telecine 7.</u> <u>Duration:</u> 5" Pursuit ship launches bolt.			
43.	<u>Telecine 8.</u> <u>Duration:</u> 5" Pursuit ship launches bolt			
96.	<u>Telecine 14.</u> <u>Duration:</u> 1'12" Blake and Jenna meet in the forest.			
99.	<u>Telecine 14A.</u> <u>Duration:</u> Blake and Jenna make staves. Travis finds vine.			
116.	<u>Telecine 18.</u> <u>Duration:</u> 40" The forest at night. Next day Blake's arm is sore. The Mutoid is beginning to need blood. She and Travis continue work on the frame.			

TELECINE 2:

Duration: 5"

EXT. PURSUIT SHIPS IN SPACE. NIGHT.

(MODEL SHOT:

THREE FEDERATION PURSUIT
SHIPS SEEM TO HANG IN
SPACE LIKE BIRDS AND PREY.
MENANCING AND SINISTER.

THESE ARE THE THREE
STARBURST CLASS HIGH
RANGE PURSUIT SHIPS -
THE MOST MODERN THE
FEDERATION POSSESS.

FAVOUR THE LEADING SHIP)

END TELECINE 2.

NOTE: In video-editing, we obtain TK.4 (Script P.16)
from this same model shot. Also 5" approx.

(Now run Telecine 5)

2C 4C 3B 1C C2 B2 A2

1. 2 C 4. INT. LIBERATOR'S FLIGHT DECK. NIGHT.

Wide shot
BLAKE f.g.L.
AVON sat + scanner
screen (INLAY)

(THE PRINCIPALS ARE
ALL AT THEIR STATIONS
ON THE FLIGHT DECK.

2. 5 B
On planet Caption
(Slowly ZOOMING IN)

BLAKE AND JENNA ARE
INTENT ON THE SCANNER
SCREEN PICTURE THAT
SHOWS THE PLANET AHEAD
OF THEM.

SUPER CAPTION:

PLANET AMERSAT)

3. 3 B
Deep 3-shot
BLAKE/JENNA/CALLY

AVON: I wonder what the surface
conditions are like. /

BLAKE: Jenna?

(JENNA CHECKS
INSTRUMENTS)

JENNA: Star is G.2. Planet is
earth type right across the range.
Earth level gravity. Breatheable
atmosphere.

There's a lot of static
too. Place is alive with electrical
storms.

(BLAKE GLANCES ACROSS)
AT CALLY)

Cally.

BLAKE: /Anything on the star charts
or planet listings ...

CALLY: Nothing in the data banks
at all.

(BLAKE CONSIDERS FOR
A MOMENT, THEN TURNS
TO JENNA)

BLAKE: What do you think?

4. 1 C JENNA: Seems safe enough./
Deep 3-shot
AVON f.g.L.
VILA/GAN b.g.R.

AVON: What Jenna thinks is largely
academic Blake. We've been running
on full power for too long. Slipping
those Federation patrols has used up
all our energy reserves./

5. 3 B
Deep 2-shot
BLAKE/JENNA

JENNA: Four power banks are exhausted.
If we had to run for it now we couldn't
make better than standard by two. And
we couldn't hold that for long.

6. 1 C BLAKE: Re-charge time?/
M.C.S. AVON

7. 3 B AVON: Forty-eight hours./
M.C.S. BLAKE

8. 4 C BLAKE: (BEAT) Alright. We'll hide
here for a while. The planet should
give us some protection from detectors./
Deep Group shot (Zen - Take us in to a stationary orbit as
BLAKE f.g.L. close as possible to the surface. As
VILA/GAN Centre close as possible Zen. The orbit
ZEN screen b.g. can decay in forty-eight hours.

9. 3 B ZEN: Confirmed. The parameters
M.C.S. BLAKE were anticipated./

10. 1 C BLAKE: (SMILES) I get the distinct
M.C.S. AVON feeling I offended Zen's professional
pride then./

11. 4 C AVON: It's just a machine Blake./
M.2-shot
VILA/GAN

VILA: (TO GAN) And he should know.

GAN: He is the expert.

12. 1 C
 M.S. AVON
 CRAB him to M.3-shot
 with VILA/GAN

VILA: That's not what I meant. /

AVON: (INTERRUPTING) He was calling me a machine. But since he undoubtedly defines himself as a human being, I regard that as more of a compliment than anything else.

13. 3 B
 M.S. BLAKE
 CRAB him R. to
 2-shot with JENNA
 CRAB him further R.
 to group shot

BLAKE: If we're going to have some time on our hands, we might as well go down and take a look at this planet. Anybody feel like some exercise?

JENNA: I'd be happy to get clear of this lot for a while.

BLAKE: Gan?

As Group splits
hold AVON to
controls

GAN: I'll get kitted up.

(AVON IGNORES THE
WHOLE THING)

BLAKE: Vila?

VILA: I'll stay here thanks.

BLAKE: Then you can teleport us down.

BREAK: Costume change

Run Telecines 11, 10, 12 (all
video-discs)

Then 2/4, 5.

TELECINE 5:

Duration: 10"

EXT. PURSUIT SHIPS IN SPACE. NIGHT.

(MODEL:

THE THREE SHIPS
BEGIN TO ARC AWAY
FROM ONE ANOTHER)

END TELECINE 5.

(Now record Sc.22)

(3 next)

2D 5C/D 3C - C.S.O. C3 A1

28. 5 C 6. INT. LIBERATOR'S TELEPORT SECTION. NIGHT.

L/A M.3-shot as
VILA moves and sits
f.g.R., GAN enters
b.g. for M.4-shot

(BLAKE, JENNA AND
GAN GLAMP THEIR
BRACELETS ONTO
THEIR WRISTS

VILA IS AT THE
CONTROL DESK)

BLAKE: (TO VILA) Try and stay alert.

VILA: Of course I will. How can
you doubt me?

BLAKE: It isn't easy but somehow
I manage it. Come on. /

29. 2 D
M.C.S. VILA at
controls

BREAK: Trio to C.S.O. area, line-up and record
5 - 5D (Teleport area)

30. 3 C
M.L.S. TRIO against
C.S.O. screen

(THE TRIO STAND IN THE
TELEPORT AREA)

31. 5 D
M.L.S. Teleport b.g.

BLAKE: Put us down. /

32. 2 D
MCS VILA - He
presses final
control

(VILA PRESSES CONTROL)

33. 3 C (On 5D)
MLS TRIO DEMATERIALISE

(THE TRIO DEMATERIALISE)

PAUSE: Record Sc.8 next)

2D C3 A1

34. 2 D 8. INT. LIBERATOR'S TELEPORT SECTION.
MCS VILA at NIGHT.
controls

He sits back.

(WE HEAR BLAKE'S
VOICE FINISH HIS
REPORT THROUGH A
LOUDSPEAKER)

BLAKE: (V.O.) We'll check with you when we've had a look round.

(VILA LEANS BACK)

BLAKE: (V.O.) All right?

VILA: Yes, all right!!

PAUSE: Sc.13 next

5D 3C 2D C3 A1

35. 2 D 13. INT. LIBERATOR'S TELEPORT SECTION. NIGHT.
M.C.S. VILA at
controls asleep

(VILA IS ASLEEP
PERCHED SOMEWHAT
PRECARIOUSLY IN
THE CHAIR.

BLAKE'S VOICE
COMMANDING THROUGH
THE LOUDSPEAKER
ROUSES HIM WITH A
START)

BLAKE: (V.O.) Villa!! Full alert and
get us up fast Move it! They're right
on top of you.

(VILA DOES MOVE.

HE SCRAMBLES
TO HIT A SWITCH
THAT SENDS A
WARNING SIREN
SOUNDING THROUGH
THE SHIP AND IN
THE SAME MOMENT
OPERATES THE
CONTROLS TO
TELEPORT BLAKE
BACK UP TO THE
SHIP. /

36. 5 D M.L.S. Teleport area
Materialise:- THE TRIO MATERIALISE -
37. 3 C MOVE OUT R.)
TRIO on C.S.O.

PAUSE: TRIO move fast from C.S.O. to
Teleport area

38. 2 D
M.S. VILA
PAN him to entrance. (VILA REGISTERS SAFE ARRIVAL
He runs out, followed & RUNS OUT FOLLOWED BY TRIO)
by trio

BREAK: 1 - 1C, 2 - Pre 2C, 3 - 3B, 4 - Pre 4C,
C - Pre 4C

Pre-2C Pre-4C 3B 1C Pre-C2 B2 A2

39. 1 C 16. INT. LIBERATOR'S FLIGHT DECK. NIGHT.
L.S. Flight deck
AVON/CALLY enter
and dash to
positions

(CALLY AND
AVON ARE HURRIEDLY
SETTLING INTO THEIR
FLIGHT POSITIONS.)

AVON: What's happening?

40. 3 B (Entry cut)
M.2-shot
BLAKE/JENNA
settling into
positions

(VILA, BLAKE, JENNA AND GAN
RACE INTO THE FLIGHT DECK.)

VILA: Pursuit ships!

BLAKE: ^{Zen} -
/Can we get past them?

ZEN: All possible flight
trajectories would require Liberator
to cross enemy strike range.

41. 4 C
M.C.S. AVON

BLAKE: Avon ... What's our power
reserve? /

42. 3 B
M.2-shot
BLAKE/JENNA

AVON: Banks five six and seven
full charge. Zero on the rest. /

BLAKE: Maximum speed and range?

JENNA: Standard by four about eight
million spicals.

43. 1 C
MCS VILA

BLAKE: We can't even outrun them. /

44. 2 C VILA: We've got the neutron
M.S. CALLY blasters./

45. 3 B CALLY: There isn't enough power!
MCS BLAKE

BLAKE: We'll have to let them get
in closer. Try and penetrate their
shields with a low energy strike. Zen!
State battle computer tactics.
Limit to three options.

46. 4 C
 M.S. ZEN screen

47. 1 C ZEN: Pre-emptive action was inhibited
by manual over-rides
Strategy options
are now reduced to one. Battle
computers propose surrender. /

CU AVON

48. 3 B AVON: Logic says we're dead./
CU BLAKE

BLAKE: Logic's never explained what dead means!

ZEN: Sensors report plasma bolt launch.

(THIS TENSES
AND ALERTS
EVERYBODY)

49. 2 C BLAKE: Direct vision!
M.C.S. GAN

(GAN OPERATES
BUTTON)

GAN: On!

PAUSE: Record Sc.16A next

67. 2 C
 M.L.S. ZEN Scanner
 screen. AVON f.g.L.
 at controls

Run Telecine 6
(With Inlay)

TELECINE 6: Duration: 8"

THE LIBERATOR SCREEN. NIGHT.

(PURSUIT SHIP A.
(LEFT OF FRAME)

SUPER ELECTRONIC FX.
PLASMA BOLT ADVANCING
ON SCREEN)

END TELECINE 6.

BREAK: Set up Electronic Pencil device

3B 1C C2 B2 A2

50. 3 B 16A. INT. FLIGHT DECK. NIGHT.
 M.2-shot
 BLAKE/JENNA

(THE GROUP STARE
AT THE SCREEN)

 Avon,
JENNA: / Put up the force wall!

BLAKE: No, wait...

JENNA: Why?

51. 1 C BLAKE: It's a major energy drain./
 M.C.S. AVON

52. 3 B AVON: It's closing fast, Blake -
 M.C.S. BLAKE come on! /

BLAKE: I said 'wait' ...

PAUSE: Record Sc.16B next

2C 3B 1C C2 B2 A2

53. 3 B 16B. INT. FLIGHT DECK. NIGHT.
M.2-shot BLAKE/JENNA JENNA: Blake!!!
waiting
Camera shakes as (RESUME GROUP)
directed . BLAKE: Activate force wall!
ZEN: Second bolt launched

WALLOP CUE

Wallop
Lights dim
cam. shake
Electronic
FX.

(THE LIGHTING IN
THE LIBERATOR DIMS
AT THE POWER DRAIN.

THE IMPACT ROCKS
THE FLIGHT DECK
AND EVERYBODY IS
SHAKEN ABOUT)

Deactivate. Track Second bolt.
54. 1 C GAN: Tracking!
M.C.S. AVON BLAKE: Power Status? /
AVON: Seventy percent on bank five.

55. 2 C ZEN: Third bolt launched. /
M.C.S. GAN

(GAN IS WORKING
DIRECT VISION
CONTROLS)

GAN:
Second bolt closing...

PAUSE: Record Sc.16C next

TELECINE 7:

Duration: 5"

THE LIBERATOR SCREEN. NIGHT.

ELECTRONIC FX

(PURSUIT SHIP B.
(RIGHT OF FRAME)

SUPER PLASMA BOLT &
BUILD to PEAK
INTENSITY

SUPER ELECTRONIC
FX. PLASMA BOLT
ADVANCING ON SCREEN.
IT IS ALMOST ON THE
LIBERATOR)

END TELECINE 7.

Telecine 8 next

2C 3B 1C C2 B2 A2

56. 3 B 16C. INT. FLIGHT DECK. NIGHT.
CU BLAKE

(RESUME GROUP)

57. 1 C BLAKE: Activate! /
Deep 3-shot
AVON f.g.L.
VILA/CALLY b.g.R. (AVON OPERATES
Cam. shakes as THE CONTROL.
directed ROUTINE AS BEFORE.
WALLOP CUE DIMMING OF LIGHTS.
THE FLIGHT DECK
58. 2 C IS SHAKEN AGAIN) /
M.S. GAN

Wallop
Lights dim
cam. shake
Electronic
FX

GAN: Third bolt closing!

PAUSE: Sc.16D next

Duration: 5"

TELECINE 8:

THE LIBERATOR SCREEN. NIGHT.

ELECTRONIC FX

(PURSUIT SHIP C.
(CENTRE OF FRAME)

SUPER PLASMA BOLT &
BUILD TO PEAK
INTENSITY

SUPER ELECTRONIC FX.
PLASMA BOLT ADVANCING
ON SCREEN AND ALMOST
FILLING SCREEN)

END TELECINE 8.

(NOW RECORD TELECINE 14.)

4C 3B 1C C2 B2 A2

59. 3 B 16D INT. FLIGHT DECK. NIGHT.

Deep 3-shot
BLAKE/JENNA/CALLY
Cam. shakes as
directed

(RESUME GROUP.
*

Wallop a.b.

*

ROUTINE AS BEFORE.

WALLOP CUE

THE SECOND OF THE
TWO PLASMA BOLTS
HITS THE SHIP AND THE
LIGHTS DIM)

60. 1 C BLAKE: Deactivate./
M.C.S. AVON

AVON: Bank five has forty percent
remaining./

61. 3 B
Deep 3-shot a.b.

CALLY: They'll move in closer now
and strike again.

62. 4 C BLAKE: Sensors on full alert./
M.C.S. VILA

63. 1 C VILA: Are we just going to sit here
and let them shoot at us?/
CU BLAKE

64. 4 C BLAKE: Yes. While they do, they're
using power faster than we are. It
might even things up./ Shorten the
odds a little anyway.
CU VILA

65. 1 C VILA: The odds on what?/
CU BLAKE

BLAKE: Being able to blast a way through them and run.

ZEN: Three plasma bolts launched and running.

GAN: Bearing directly.

BLAKE: Better hang on
everyone. It's going to be rough! /

66. $\frac{4 \text{ C}}{\text{BCU VILA}}$

VILA: I don't mind rough. It's fatal I'm not keen on.

BREAK: Set up Electronic FX. (Inlay)
Run
Record TK.6

2C 4C 3B 1C C2 B2 A2

68. 3 B 18. INT. LIBERATOR'S FLIGHT DECK. NIGHT.
M.2-shot
BLAKE/JENNA
(THE CREW REACT TO
ANOTHER PLASMA BOLT)

69. 1 C BLAKE: Deactivate!
M.C.S. AVON

70. 3 B AVON: Bank five is finished.
M.2-shot Drawing on six. /
BLAKE/JENNA

71. 4 C BLAKE: ^{Zen}Power projection? /
M.S. ZEN

72. 3 B ZEN: At the present level of
M.2-shot a.b. discharge reserves will be exhausted
in two point three hours. /

73. 2 C JENNA: Which is when they move in
M.C.S. GAN for the kill. /

74. 4 C GAN: ^{Yes}And we'll be helpless. /
M.S. ZEN

ZEN: Plasma bolt launched. Bearing
directly.
(O.V.) GAN: Bearing directly.

PAUSE: PULL OUT 2C

75. 3 B BLAKE: Avon - Cally - Jenna take
M.S. BLAKE command. Gan, Vila, help her!
PULL BACK as he (PAUSE) Watch the screen.
moves D/S and AVON
and CALLY join for
C.M.3-shot

(BLAKE PRODUCES AN
ELECTRONIC SKETCH
PAD.

76. 4 C HE SCRIBBLES IN
IT AS HE SPEAKS/

M.S. scanner screen
inlayed electronic
pencil

THE SYMBOLS
APPEAR ON THE
SCREEN)

77. 3 D
C.M.3-shot
AVON/CALLY/BLAKE
See VILA in b.g.
if possible

This is the Liberator - surrounded
by one ... two ... three pursuit
ships. / He's
trying siege tactics. Our only chance
is to break out before we're too weak...

AVON: We know we can't outrun them.

* WALLOP CUE

*

Wallop a.b.

BLAKE: I wasn't planning to try.

(IN THE BACKGROUND
JENNA GOES THROUGH
WHAT IS NOW THE
ROUTINE BUSINESS
OF PUTTING IN THE
FORCE WALL.

THERE IS A DIMMING
OF LIGHTS A FLASH
AND SHOCK VIBRATION.)

78. 4 C This is the pursuit ship that's doing
M.S. Scanner all the firing ..It must be low on power
a.b. inlayed by now. / It won't be a problem.
Electronic pencil

79. 3 D
C.M.3-shot
a.b. CALLY: So we ignore it.

80. 4 C BLAKE: Right, /This one hasn't fired
 M.S. scanner a.b. yet, so it must be Travis.
 Inlayed electronic We go straight for
 pencil. this one...Not under, over or around.
 81. 3 D Right through it!
 C.M.3-shot a.b.

ZEN: Plasma bolt launched.

GAN: Bearing directly!

AVON: Ram it?

BLAKE: Liberator should take the
 impact alright.

AVON: I admire your confidence.

CALLY: It would leave only one more
 to deal with.

Tighten to
 C.2-shot as
 CALLY leaves

BLAKE: Exactly. One against one.
 A straight fight.

CALLY: I agree

AVON: If any of our control systems
 were damaged in the collision we'd be
 helpless.

(*JENNA: Activate!)

BLAKE: We're not exactly in a commanding
 position now.* Have you got any better
 ideas?

WALLOP CUE

Wallop a.b.

AVON: As it happens...No I haven't.

BLAKE: Then you agree?

AVON: Have I a choice?

BLAKE: Yes.

AVON: (BEAT) Then I agree.

JENNA: Deactivate!

TRACK IN with
BLAKE as he
returns U/S to
position

(BLAKE TURNS
AND ADDRESSES
THE OTHERS)

BLAKE: Jenna, Gan, Vila. We want
to go for a ram. Take out the command
ship. (THE THREE REACT) I can't see
any other hope for us. /

82. 1 C

M.2-shot
JENNA with AVON
entering L.
Hold on AVON
as JENNA exits L.

JENNA: (CASUALLY) Neither can I.
So let's get on with it.

(SHE GETS UP
AND MOVES
TOWARDS HER
PILOT POSITION)

83. 3 B (JENNA entry) /

Deep 3-shot
BLAKE/JENNA/CALLY
JENNA enters R.

BLAKE: You'll have to fly us on
manual Jenna.

JENNA: Yes. We'll need to take the
impact on the lower hull.

ZEN: Plasma bolt launched.

GAN: Bearing directly.

BLAKE: Alright...the instant this one
hits the wall we move. Stand by.
Activate!

WALLOP CUE

Wallop a.b.

(WE SEE THE
FLASH AND
THE TREMOR)

AVON:
~~Force~~ wall deactivated.

84. 1 C BLAKE: Right. Now. /

CU JENNA

She operates power

(JENNA OPERATES
THE CONTROLS
AND WE HEAR A
SURGE OF POWER)

PAUSE: Sc.20 next

2C 3B 1C C2 B2 A2

85. 3 B 20. INT: LIBERATOR FLIGHT DECK. NIGHT.
M.2-shot
BLAKE/JENNA

BLAKE: Zen. Count down to impact.

(ZEN BEGINS
THE COUNT
WHICH
CONTINUES
THROUGHOUT
THE SCENE
AS A BACK-
GROUND)

ZEN: Commencing at Thirty-two...thirty
one...thirty...

86. 2 C Travis
M.S. GAN BLAKE: When / realises we're going
to ram, he'll fire a full salvo. /

GAN: Will the force wall hold at
this range?

BLAKE: We're about to find out.

87. 3 B GAN: Salvo fired! Four of them! /
CU BLAKE

88. 1 C BLAKE: Stand by force wall... /
CU JENNA

JENNA: (SUDDENLY ALARMED) We're
losing power! We're slowing!

BLAKE: Full thrust!!

(JENNA SHOVES
THE POWER
CONTROL FORWARD
TO ITS FULL
EXTENT)

JENNA: It's not responding...Blake!
We're stopping!!

BREAK: Record Sc.33 next

4C 3B 1C C2 B2 A2

14. 3 B 22. INT. LIBERATOR'S FLIGHT DECK. NIGHT.

(VIDEO DISC)

Deep 3-shot

BLAKE/JENNA/CALLY

(THE SAME EFFECT
IS APPARENT ON
LIBERATOR'S FLIGHT
DECK.

Weird
Lighting

ALL MOVEMENT IS
SLOWING DOWN.

VOICES SLUR.

THE LIGHTING OR
LENS EFFECT IS
STRONGLY APPARENT)

15. 4 C BLAKE: Activate Force wall. /

(VIDEO DISC)

M.S. ZEN screen

(EVEN ZEN IS
AFFECTED AND
THE COUNT
DOWN SLURS ON
EVEN SLOWER)

← To be dubbed
on later

16. 1 C

(VIDEO DISC)

CU AVON

17. 3 B AVON: Force wall activated... /

(VIDEO DISC)

CU BLAKE

(BLAKE IS HORRIFIED)

BREAK: 1 - 1D, then record Sc.24

With VIDEO DISC

TELECINE 10.

Duration: 18"

EXT. LIBERATOR AND PURSUIT SHIP.
SPACE. NIGHT.

(MODEL)

LIBERATOR NOSES
VERY SLOWLY UP
TO THE PURSUIT
SHIP. BUT THERE
IS NO IMPACT AS
THE TWO SHIPS
TOUCH VERY GENTLY.

IN THE SAME INSTANT
THEY FREEZE.

END TELECINE 10

(Now run Telecine 12)

- 60 -

2C 4C 3B 1D/C Mute

18. 1 D 24. INT. LIBERATOR'S FLIGHT DECK. NIGHT.
C.M.S. Frozen CALLY
(VIDEO DISC)
19. 2 C
(VIDEO DISC)
C.M.S. Frozen GAN
- /1 pull out fast to 1C/
20. 3 B
(VIDEO DISC)
CU Frozen JENNA
21. 4 C
(VIDEO DISC)
CU Frozen VILA
22. 1 C
(VIDEO DISC)
CU Frozen AVON
23. 3 B
(VIDEO DISC)
CU BLAKE
He is slowly
reanimated
(Others stay frozen)
- (THE SAME EFFECT
HAS TAKEN PLACE
IN LIBERATOR.
- ALL ACTION FROZEN
INTO A STILL
PHOTOGRAPH.
- A VERY SLOW
LIGHTING CHANGE
BEINGS TO WASH
OVER BLAKE.
NONE OF THE
OTHERS COME WITHIN
THE AMBIT OF THIS
LIGHT.
- WE SEE BLAKE'S
EYES BLINK SLOWLY.
HE IS GRADUALLY
BECOMING REANIMATED)
- Weird
Lighting
cont.
- Second
lighting
change
if poss.

BREAK:

A - A1 {C.S.O. screen area}
1 - 1E { " " " "
3 - 3C
Record Sc.26 next

4C 1E 2C C2

24. 4 C 26. INT. LIBERATOR'S FLIGHT DECK. NIGHT.

(VIDEO DISC)

M.S. BLAKE

He moves out of station.

PAN him L. as he staggers into L.S. below GAN's position

(BLAKE MOVES SLOWLY ACROSS THE FLIGHT DECK THEN HALTS.

HIS FACE SLOWLY CONTORTS WITH WHAT APPEARS TO BE AGONIZING PAIN.

HIS HANDS GO TO HIS HEAD.

Weird
lighting
cont.

BREAK: BLAKE to C.S.O.
screen

THE AURA OF
LIGHT AROUND

25. 1 E

(VIDEO DISC)

CU BLAKE against:-

BLAKE BECOMES
MUCH MORE INTENSE.
BLINDLY STRONG.
WHEN IT REACHES IT'S
PEAK BLAKE
DE-MATERIALISE.S)

26. 2 C

Flight deck b.g.

DEMATERIALISE BLAKE

PAUSE: Sc.29 next

(3 next)

3D B2

27. 3 D 29. INT. LIBERATOR'S FLIGHT DECK. NIGHT.

(VIDEO DISC)

Group shot with
AVON f.g.L.
dominating

They are slowly
reanimated

(THE OTHER ARE
NOW FULLY
ANIMATED. THEY
SIT IN ATTITUDES
OF SHOCK AND
PUZZLEMENT AS
GIROC'S VOICE
WHISPERS THROUGH
THE FLIGHT DECK)

GIROC
on tape

GIROC: (V.O.) Your ship is held -
held in a stusis beam. It cannot
break free.

Sound: GIROC's
V.O. will have
to be relaid
over shot

BREAK: Record Sc.6. next

3 - 3C

C - C3

2 - 2D

4C B2

88A. 4 C 31. INT. LIBERATOR'S FLIGHT DECK. NIGHT.

Deep 2-shot
JENNA f.g.L./
CALLY b.g.R.

(GIROC'S VOICE
CONTINUES)

GIROC in
ZEN area?

GIROC: (VO) You yourselves have
been released so that you may watch,
listen...

(VO) ... and understand.

BREAK: Set up and record Sc.33 next

(2 next)

2C A1 B2

89. 2 C 33. INT. LIBERATOR'S FLIGHT DECK. NIGHT.

Deep 2-shot
JENNA f.g.L./
CALLY b.g.R.

(ON THE SCREEN
THE OTHERS ARE
NOW SEEING
GIROC, AGAIN
FROM SINO FAR'S
P.O.V.)

Play tape
of GIROC

GIROC: We built destruction. Weapons
that your peoples have not yet dreamed
of... Every passing year brought new
and more powerful ways to kill, and
through the centuries the war raged
across our planet.

BREAK: Set up and record Sc.35 next
4 - 4D

2C 4D + 1E B2 A1

90. 2 C 35. INT. LIBERATOR FLIGHT DECK. NT.
M.S. ZEN screen
with Group
watching

(EVERYONE IS WATCHING
THE SCREEN WHICH NOW
SHOWS BLAKE)

Inlay:

91. 1 E
CU BLAKE

SINOFAR: (PRE-RECORDED) And in
your ships, Travis?

(SILENCE)

BLAKE: Travis won't divulge secret
information! The answer's
probably nine.

SINOFAR: (PRE-RECORDED TAPE)
Fifteen people could die because of
your beliefs.

- - - - - BLAKE: My crew are with me by
their own choice.

PAUSE: 4 move to CU

- - - - -
92. 4 D / AVON: Really!
CU AVON

BREAK: 4 to 4E, then Record Sc.38

2C 4E 3F 1E B2 A1

93. 3 F 38. INT. LIBERATOR'S FLIGHT DECK. NIGHT.
C.M.2-shot
AVON/VILA

GIROC: (PRE-RECORDED) Half the lesson.
The death of an enemy. The other half
is the death of a friend.

VILA: What's she mean?

(IT TAKES A
MOMENT FOR
THE WATCHERS
TO REALISE WHAT
SHE HAS SAID.

PAUSE

THEY LOOK
AT EACH OTHER
NERVOUSLY. /

94. 4 E (turns)
M.C.S. GAN
He turns

GAN IS THE FIRST
TO SEE WHAT IS
HAPPENING.
HE GETS UP AND
LUNGES TOWARDS
JENNA)

GAN: Jenna!

BREAK: JENNA to C.S.O.
screen

(BEFORE HE GETS
TO HER SHE
DE-MATERIALISES)

95. 1 E
M.S. JENNA on C.S.O.
against:-

96. 4 E
On Liberator b.g.
She DEMATERIALISES

BREAK: Sc.42 and Telecine 13 next)

With VIDEO DISC

TELECINE 11: Duration: 1'00"

Ext. Forest. Day. (Shave Green)

(IN MID-STRIDE
BLAKE APPEARS
IN THE FOREST.

STARTLED HE
TURNS TO LOOK
BACK THE WAY
HE HAS COME,
BUT THERE IS
NO SIGN OF THE
CLIFF OR THE
DOORWAY THROUGH
WHICH HE STEPPED.

ALL AROUND HIM
IS THE FOREST,
SILENT EXCEPT
FOR A THIN COLD
WIND WHICH STIRS
THROUGH THE TREES.

BLAKE STANDS
LISTENING. HE
SHIVERS AND IS
ABOUT TO MOVE
AHEAD WHEN A
SOUND CATCHES HIS
ATTENTION.

HE STANDS FOR
A MOMENT LISTENING
AND CAREFULLY
SURVEYING THE
IMMEDIATE AREA.

SOME DISTANCE AWAY,
GIROC MATERIALISES.
ALTHOUGH IN FULL
VIEW OF THE CAMERA
SHE IS INVISIBLE
TO BLAKE.

HIS GAZE PASSES
DIRECTLY ACROSS
HER, BUT HE DOES
NOT REACT IN ANY
WAY AS HE LOOKS
FOR SIGNS OF
DANGER.

SATISFIED, BLAKE
STARTS TO MOVE
FORWARD CAREFULLY.

GIROC RAISES HER
HAND.

BLAKE'S STEPS
FALTER. HE SHAKES
HIS HEAD AND
RUBS HIS EYES. HE
LOOKS AHEAD TRYING
TO FOCUS.

WE TAKE HIS P.O.V.
WHICH DEFOCUSES
UNTIL EVERYTHING IS
AN INDISTINCT BLUR.

BLAKE RUBS HIS
EYES AND STRUGGLES
TO SEE.

GIROC SMILES AND
WITH HER OTHER HAND
MAKES A SINGLE
BECKONING GESTURE.

A SHORT DISTANCE
AWAY, TO ONE SIDE
AND BEHIND BLAKE,
TRAVIS APPEARS.

TRAVIS, TOO,
IS UNAWARE OF
GIROC AND,
MOMENTARILY
DISORIENTATED,
BUT HE SHAKES THIS
OFF AS SOON AS
HE SEES BLAKE FROM
BEHIND.

BLAKE CONTINUES TO
TRY AND CLEAR
HIS VISION.

TRAVIS HESITATES,
PUZZLED BY BLAKE'S
BEHAVIOUR AND
SUSPICIOUS OF A
TRAP.

AS HE MOVES
FORWARD AGAIN,
TRAVIS MAKES A
SMALL SOUND.

BLAKE SPINS
ROUND TO FACE
THE SOUND.

SILENTLY, TRAVIS
MOVES TO **ANOTHER**
SIDE.

BLAKE DOES NOT
TURN WITH HIM
BUT CONTINUES TO
FACE WHERE THE
FIRST SOUND CAME
FROM.

TRAVIS PICKS
UP A PIECE OF
WOOD AND THROWS
IT OVER BLAKE'S
HEAD.

BLAKE TURNS
TO FACE THE
SOUND, HIS
BACK TO TRAVIS)

TRAVIS: (QUIETLY) Blake!

(BLAKE SPINS
ROUND TO FACE
THE VOICE AND
AS HE DOES SO,
TRAVIS SMASHES
HIM TO THE
GROUND.

BLAKE STRUGGLES
TO HIS KNEES.

TRAVIS PUTS HIS
KNIFE AWAY AND
STANDS ABOVE
HIM)

Come on Blake. You don't want to die
on your knees.

(BLAKE MAKES
A DIVE TOWARDS
TRAVIS WHO
STEPS NIMBLY
ASIDE AND PUTS
BLAKE BACK ON
THE GROUND.

TRAVIS PLACES
A KNIFE AGAINST
HIS THROAT)

Goodbye Blake.

(JUST AS HE
IS ABOUT TO CUT
BLAKE'S THROAT
THE FRAME FREEZES)

(On Telecine)

- 90 -

(9)

SINOFAR: (VO) Giroc!

(GIROC DISAPPEARS
FROM THE FOREST)

END TELECINE 11.

(Now run Telecine 10)

(Telecine next)

- 90 -

(9)

With VIDEO DISC Opening (Unfreezing)

TELECINE 12

Duration: 30"

(BLAKE IS ON
THE GROUND.

THE FRAME IS
FROZEN. THE FRAME
UNFREEZES.

BLAKE RISES, A
PUZZLED LOOK ON HIS
FACE.

HE MOVES FORWARD
OUT OF SHOT)

END TELECINE 12

(Now run Telecine 2)

3F 2C C3 B3

97.	<u>3</u>	<u>F</u>	<u>42. INT. LIBERATOR FLIGHT DECH. NIGHT.</u>
		Deep 2-shot	
		GAN b.g.L./	
		AVON f.g.R.	(WE SEE THE
		Both watch screen	SCREEN.
98.	<u>2</u>	<u>C</u>	
		M.S. Scanner screen	OVER IT SUPER:)

INLAY:

(Synthesised as
SINOFAR
transmitting)

TELECINE 13

Duration: 12"

EXT. FOREST. DAY. (SHAVE GREEN)

(BLAKE MOVES
INTO SHOT.

HE HEARS THE SNAP
OF A BREAKING
TWIG. HE MOVES
BEHIND COVER AS
THE STEALTHY SOUNDS
OF APPROACH BECOME
APPARENT.

END TELECINE 13

(3 next)

5E 4D 3F C4 B3

99. 3 F 42A. INT. LIBERATOR FLIGHT DECK. NIGHT.
CU AVON
looking at
screen (THE GROUP WATCH
THE SCREEN)
100. 4 D I don't believe it.
AVON: / How can we be seeing this? /
Deep 2-shot
CALLY/VILA
with CALLY f.g.L. CALLY: We watch and hear through
the mind of the being called Sinofar.
101. 5 E
M.2-shot
GAN/AVON
- GAN: Does it matter? Blake's in
danger.
102. 3 F AVON: It may just be an illusion. /
CU CALLY

CALLY: No. It is happening. It is
the truth beyond question.

BREAK: Repos. and Record Sc.43, 43A and TK.16

Duration: 1'12"

TELECINE 14

EXT. FOREST. DAY. (SHAVE GREEN)

(BLAKE IS POISED
TO ATTACK WHEN
JENNA BREAKS COVER
AND MOVES PAST HIM.

HE STEPS OUT
BEHIND HER)

BLAKE: Jenna!!

(SHE WHIRLS ROUND
STARTLED BUT
RELAXES WHEN SHE
RECOGNISES HIM)

JENNA: (RELIEVED) That was unkind.

BLAKE: How did you get here?

JENNA: I don't know. But it seems
that your wierd ladies have picked me
to demonstrate the death of a friend.

BLAKE: You heard all that?

JENNA: They beamed it to the
ship's main screen. What do we do?

BLAKE: Have you seen any sign of
Travis?

JENNA: (SHAKES HEAD) Have you!

BLAKE: (THOUGHTFULLY) No. (BEAT.
DECISIVELY) No...

(BLAKE LIFTS THE
KNIFE AND LOOKS
ROUND AT THE TREES
AND SCRUB)

See if we can make some weapons
first.

(HE MOVES TO
SOME SUITABLE SCRUB
AND BEGINS TO CUT
A SOLID LOOKING
STAVE)

I don't think Travis will be hard
to find. If he runs true to form
he'll lay some sort of trap and then
try to draw us into it.

JENNA: Who do you suppose he's
got with him?

BLAKE: His pilot maybe? Must have
given our hosts something of a
problem. How do you demonstrate the
death of a friend to a man who
hasn't got any?

JENNA: I wouldn't be sorry if we
didn't mention that part of it any
more.

BLAKE: I won't let anything happen
to you Jenna.

JENNA: Assuming you have a choice.

TELECINE 14A.

(BLAKE HANDS STAVE TO JENNA)

JENNA: Not exactly a neutron blaster.
Better than nothing though.

BLAKE: Not much better.

(HE TURNS BACK
TO GET HIMSELF
ONE)

EXT. ANOTHER PART OF THE FOREST. DAY.
(SUTERS COTTAGE) (Was Telecine 15)

(TRAVIS IS
EXAMINING A PATCH
OF SCRUBBY UNDERGROWTH.

HE POKES AROUND
WITH HIS FOOT,
SEES SOMETHING AND
BENDS DOWN TO GRASP.

FROM THE TANGLE HE
PULLS A THIN GREEN
STRAND OF A CREEPER -
SOMETHING AKIN TO
CONVULVULUS OF IVY.

HE TESTS IT AND
FINDS IT QUITE TOUGH.

WITH A GRUNT OF SATISFACTION
HE BEGINS TO
GATHER MORE)

END TELECINE:

2C C4 B3

103. 2 C 43. INT. LIBERATOR'S FLIGHT DECK. NIGHT.
M.S. Scanner
screen

(WE SEE THE
SCREEN.

RUN T/C)

INLAY:-

(With
Synthesising)

TELECINE 16

Duration: 5" (out of 10")

EXT. FOREST. DAY (SUTERS COTTAGE)

(TRAVIS GATHERING
CREEPER AND
VINE.

END TELECINE 16

5E 3G C4 B3

104. 5 E 43A. INT. LIBERATOR FLIGHT DECK. NIGHT.

Deep 3-shot
VILA f.g.L./
GAN/CALLY b.g.R.

(THE GROUP ARE
KEEPING AN EYE ON
THE SCREEN BUT
TESTING CONTROUS
AT THE SAME TIME)

GAN: (FROM THE PILOT POSITION)
He seems to be working to a plan.

VILA: (TESTING THE NEUTRON BLASTERS)
I wish we were./

105. 3 G
L.S. Far entrance
AVON enters
PAN him L. to
M.4-shot at
controls

(AVON ENTERS)

AVON: Well? Did any of the controls
respond?

GAN: Nothing here.

VILA: Nothing on mine

CALLY: And nothing on these

AVON: That's it then. I've done
everything I can. Every machine
except life support i frozen.

CALLY: Even Zen.

AVON: Zen is a machine

(Break next, then Telecine 17)

VILA: Unless he just doesn't want to
get involved.

As CALLY advances
PUSH IN to get
her f.g.R. with
others b.g.R.

(AVON LOOKS
AT THE SCREEN)

AVON: What's Travis doing?

CALLY: As Blake said, he's ^{probably} /preparing
a trap. It could be a mistake.
That sort of war is best fought on
the move...

BREAK: Record Telecine 17, cutting to new
scene 43X when appropriate

106. 3 C
 Moon & Forest caption

MIX TO:-

Duration: 4'25"

TELECINE 17

EXT. FOREST. NIGHT. (SUTERS COTTAGE)

(BLAKE AND JENNA
ARE BOTH ARMED
WITH CRUDE FIGHTING
SPEARS AND ARE
MOVING STEALTHILY THROUGH
THE FOREST.

AN UNEARTHLY CHOKING
SCREAM ECHOES THROUGH
THE FOREST, FOLLOWED BY
ANOTHER FROM A
DIFFERENT DIRECTION.

BLAKE AND JENNA
FREEZE)

BLAKE: We'd better find somewhere
to shelter.

JENNA: Yes - the quicker the better!

(AS THEY MOVE
OFF A THIRD -CLOSER -
SCREAM FILLS THE
AIR)

EXT. ANOTHER PART OF THE FOREST.
NIGHT. (SUTTERS COTTAGE)

(TRAVIS AND THE
MUTOID HAVE
STOPPED THE WORK OF
LASHING HEAVY STAVES
TOGETHER TO LISTEN TO
THE SCREAM DYING
AWAY IN THE DISTANCE)

MUTOID: The night hunters are
working.

TRAVIS: We'll finish this at
first light. (cont...)

(TRAVIS PICKS
UP A LIGHT,
SHARPENED STAVE
LIKE THE ONES BLAKE
AND JENNA HAVE.

THE MUTOID FOLLOWS
SUIT. THEY
MOVE TO A LARGE TREE.)

EXT. CROWN OF TREE. NIGHT. (SUTERS COTTAGE)

(JENNA CLIMBS UP
AND SCRAMBLES INTO
THE SLIGHT HOLLOW FORMED
BY THE DIVERGENCE OF
SOME LARGE BRANCHES AND
IS IMMEDIATELY
FOLLOWED BY BLAKE)

BLAKE: Let's hope those things
can't climb trees.

JENNA: Or fly. (LOOKING UP AT THE
SKY) I don't know the star charts well
enough to be sure, but I'd say we
were still on the same planet.

BLAKE: They've just teleported up to
a different part of it.

JENNA: Do you believe what they
told us? About themselves, I mean?

BLAKE: (YAWNS) With that much
power why bother to lie?

JENNA: (LIGHTLY) That's one way
to become a hunted criminal. (BEAT)
Trust the powerful.

BLAKE: True. What's your excuse?

JENNA: I wasn't clever enough.
(SOMBRE) We none of us were. The Federation's beaten us all at least once.

BLAKE: At least...

CUT-IN Sc.43X

JENNA: If we get out of this why should it be any different. / The Federation will always win. Won't it?

CUT OUT

BLAKE: (AMUSED) They caught you. You escaped, and they've chased you across the galaxy to an uncharted planet. Now you're half way up a tree in the middle of the night with a sharpened stick for a weapon, and you're still not certain they can't win. The Federation doesn't stand a chance. Are you going to sleep first or shall I?

JENNA: You can.

BLAKE: Wake me when you get tired, all right?

(HE CLOSES HIS
EYES AND SETTLES
INTO A SECURE POSITION.

TENSE AND NERVOUS,
JENNA PEERS INTO
THE DARKNESS)

3F C4 B3

107. 3 F 43X. INT. LIBERATOR FLIGHT DECK. NT.

M.S. VILA
CRAB him
down to
C.M.2-shot
with
GAN b.g.R./
VILA f.g.L.

(JENNA ON FILM HAS
JUST SAID "IF WE
GET OUT OF THIS
WHY SHOULD IT BE
ANY DIFFERENT?"

VILA WANDERS UP,
MOODILY AND SITS
DOWN NEXT TO GAN
WHO IS FASCINATED
BY THE UNSEEN
SCANNER

CALLY AND AVON SIT
WATCHING)

(KEEP T/C SOUND RUNNING UNDERNEATH)

VILA: Jenna's right, you know.
Why should it be any different?
We'll have the Federation after
us till the day we die ...

GAN: Who says? We've been
lucky up till now, and we'll be
lucky again...

VILA: You hope!

GAN: Shhhh! Listen ...

(THEY STARE AT THE
UNSEEN SCANNER)

(AND WE CUT BACK TO FILM)

EXT. CROWN OF TREE. NIGHT. (SUTTERS COTTAGE)

(TRAVIS HAS
SETTLED DOWN INTO
THE MOST SECURE AND
COMFORTABLE PART.

THE MUTOID MAKES
DO WITH WHAT SHE CAN
GET)

TRAVIS: Do you remember who you were?

MUTOID: I don't understand the
question, Commander.

TRAVIS: Yes you do. Your previous
life, before you were modified.
Do you know who you were?

MUTOID: Of course not.

TRAVIS: Aren't you curious about it?

MUTOID: No.

TRAVIS: I find that hard to believe.

MUTOID: Memory is an encumbrance.
All trace of it is removed and with
it all trace of identity.

TRAVIS: And it doesn't concern you
at all?

MUTOID: Why should it? That
identity does not exist, even
in the central computers.

TRAVIS: Yes it does. (SHE DOES
NOT REACT) I know who you were.
(STILL NO REACTION) Your name was
Keera. You were considered very
beautiful. You were much admired.
Shall I go on?

MUTOID: As you wish.

TRAVIS: Doesn't it interest you
now at all?

MUTOID: How could it?

(TRAVIS STARES AT
HER, ANNOYED)

TRAVIS: (CURTLY) Keep watch.

MUTOID: Yes, Commander.

(TRAVIS GOES TO
SLEEP)

EXT., FOREST. NIGHT. (SUTERS COTTAGE)

(IN THE DARKENED
FOREST, GRUNTS,
SCUFFLES, CHITTERINGS,
GIBBERINGS AND SCREAMS
FILL THE NIGHT)

EXT. CROWN OF TREE. NIGHT. (SUTERS COTTAGE)

(JENNA IS DOZING.

SUDDENLY QUITE
NEAR THE CHOKING
SCREAM OF A PREDATOR,
FOLLOWED BY THE
THREASHING AND GIBBERING
TERROR OF A KILL,
WAKEN HER.

DISORIENTED AND TERRIFIED,
SHE PUTS HER
HAND OUT TO STEADY
HERSELF.

SHE TURNS TOWARDS
BLAKE, WHO IS STILL
SLEEPING SOUNDLY.
IT TAKES HER A
MOMENT TO REGISTER
THAT HIS HAND IS
LYING PALM UPWARDS
ON THE TREE, AND
THAT SOMETHING LARGE
AND BAT-LIKE IS
WRAPPED ROUND IT WITH ITS
HEAD AT HIS WRIST)

JENNA: Blake! (Cont...)

(BLAKE WAKES AND
MOVES.

AS BLAKE DOES
SO, THE BAT-LIKE
CREATURE STIRS.

HE GRABS AT IT
WITH HIS FREE
HAND AND SHUDDERING
WITH PAIN AND
DISGUST HE HURLS
IT AWAY FROM HIM)

JENNA: (cont) Are you all right,
Blake?

BLAKE: What was it?

JENNA: I fell asleep, I'm sorry.
Are you all right?

BLAKE: A small cut that's all.
Stings a bit.

JENNA: I'm sorry.

BLAKE: It's all right. My fault.
We should both have stayed awake...

(END TELECINE 17.)

BREAK: Record Sc.44

2C C4 B3

108. 2 C 44. INT. LIBERATOR'S FLIGHT DECK. NIGHT.
M.S. Scanner
screen

(ON THE SCREEN:

RUN TELECINE)

INLAY:-

(With
synthesising)

TELECINE 18 X:

Duration: 5"

(A SHOT OF THE
FOREST.

WE HEAR THE SCREAMS
AND SHRIEKS OF
UNSEEN CREATURES.

END TELECINE 18

5E 4D 3F C4 B3

109. 3 F 44A INT. LIBERATOR. NIGHT.
M.C.S. VILA watching

110. 4 D
M.C.S. CALLY watching (AVON, CALLY, VILLA
PAN L. on look to AND GAN ARE WATCHING.)
M.C.S. GAN AVON GETS UP
AND MOVES TO LEAVE
THE FLIGHT DECK)

111. 5 E
C.M.S. AVON

112. 3 F (on look)
C.M.S. VILA

113. 5 E (on rise) VILLA: (CALLING AFTER HIM) Have
you thought of another plan?
M.S. AVON
He rises
PAN him around
structure.
He stops

AVON: Yes, I'm going to get some
sleep.

VILA: How can you sleep with all this
happening?

AVON: All what happening? Beah's
sitting in a tree. Travis is
sitting in another tree. Unless
they're planning to throw nuts at
one another I can't see much
of a fight developing until it gets
light.

114. 4 D
CU GAN

GAN: You're never involved are
you, Avon? Have you ever cared about
anyone?

115. 3 F
CU VILA

VILA: Except yourself?

116. 5 E
C.M.S. AVON
Let him exit L.

AVON: (BEAT - QUIETLY) I've never
understood why it's necessary to
be irrational in order to prove that
you care. Or indeed why it's
necessary to prove it at all...

(AVON TURNS AND
LEAVES THE FLIGHT
DECK) /

117. 3 F
BCU VILA

VILA: Was that an insult or
did I miss something? /

118. 4 D
BCU CALLY

CALLY: You missed something.

BREAK: Set up and Record Sc.45, Telecine 19
and Sc.45A

TELECINE 18

Duration: 40"

EXT. FOREST. DAWN. (SUTERS COTTAGE)

(BLAKE AND JENNA
CLIMB DOWN FROM
THE TREE.

BLAKE FLEXES HIS
ARM AND EXAMINES THE
WOUND ON HIS
WRIST.

JENNA LOOKS
AT IT CLOSELY)

JENNA: It's quite a deep bite.
Looks inflamed.

BLAKE: Made my arm a bit sore.
Still, nothing I can't cope with.

EXT. FOREST CLEARING. DAY. (COULD BE DAWN)
(SUTERS COTTAGE)

(THE MUTOID IS
ALREADY WORKING ON
THE FRAMEWORK OF
SPIKES WHEN
TRAVIS CLIMBS DOWN
FROM THE TREE.

HE STRETCHES AND
LOOKS AROUND.

AT THE BASE OF THE
TREE ARE THE
CORPSES OF SEVERAL OF
THE BAT-LIKE CREATURES
OF THE SORT
WHICH ATTACKED BLAKE.

TRAVIS PICKS ONE
UP)

TRAVIS: , What are these?

MUTOID: They came in the night.
I trapped them.

TRAVIS: You did more than trap
them.

MUTOID: My serum supply is
running low. There was a little
blood in each of them.

TRAVIS: There was a lot of blood in
me.

MUTOID: There still is, Commander.
You are a Federation Officer. As
I am.

TRAVIS: As long as you remember
that.

MUTOID: Do you now believe we
Mutoids are vampires?

TRAVIS: (LOOKING AT THE DEAD
CREATURES) I believe you're useful.
Let's get on with it.

MUTOID: My function will be impaired
jif I do not get further serum soon.

TRAVIS: Maybe that can be arranged...

(On Telecine)

(88)

EXT. FOREST. DAY.

(BLAKE AND JENNA
MOVE STEALTHILY
THROUGH THE TREES.

THEY ARE ALERT AND
SEARCHING. THEY
PAUSE AND STAND
LISTENING.

BLAKE LOOKS AT
JENNA QUESTIONINGLY.
SHE SHAKES HER HEAD
SLIGHTLY. THEY
MOVE ON)

(88)

(On Telecine)

EXT. FOREST CLEARING. DAY. (SUTTERS
COTTAGE AREA)

(TRAVIS AND THE
MUTOID HAVE
FINISHED MAKING A
FRAMEWORK OF
NINE SHARPENED STAKES
HELD TOGETHER BY
LENGTHS OF
LIGHTER BRANCHES
LASHED WITH PIECES
OF THE CREEPER WHICH
TRAVIS FOUND.

THE FRAME LIES ON
THE GROUND WITH THE
POINTS OF THE HEAVY
SHARPENED STAKES
POINTING UPWARDS.

THE MUTOID IS
KNOTTING AND WEAVING
FURTHER STRANDS
OF THE CREEPER INTO
A CRUDE ROPE)

END TELECINE 18.

/END OF RECORDING/

2C C4 B3

119. 2 C 45. INT. LIBERATOR'S FLIGHT DECK. NIGHT.
Wide Group shot
with scanner
screen b.g.R. (ON THE SCREEN.
RUN TELECINE ...)

INLAY:

(With
Synthesising)

TELECINE 19.

Duration: 5"

EXT. FOREST CLEARING. DAY.
(SUTERS COTTAGE AREA)

(SCANNER/SINOFAR P.O.V.

TRAVIS/MUTOID
WORKING ON FRAME-
WORK)

END TELECINE 19.

(3 next)

4D 3F C4 B3

120. 3 F 45A. INT. LIBERATOR A/B. NIGHT.

Deep 2-shot

VILA f.g.L./

AVON advancing

b.g.R

(THEY ARE ALL
WATCHING THE
SCREEN)

VILA: Is that what I think it is?

AVON: I don't imagine it's a
recreational aid.

VILA: I can't see Blake throwing
himself onto it though, can you?

AVON: I can't see Blake ever finding
the right place. /

121. 4 D

Deep 2-shot

CALLY/GAN seated

GAN: How's he supposed to do it?
He's got nothing to go on
has he?

CALLY: I have been watching Blake.
He is quartering the area. It is
the correct search pattern. /

122. 3 F

CU AVON

AVON: If it's the correct area.

BREAK: Repos. and Record Sc.46 and
Telecine 21 and Sc.46A.

TELECINE 20:

Duration: 4'55"

EXT. FOREST. DAY. (HAZEL HILL AREA)

(BLAKE AND JENNA
MOVING STEALTHILY,
STILL SEARCHING)

(Telecine 7 next)

(On Telecine)

EXT. FOREST. DAY. (HAZEL HILL AREA)

(BLAKE AND JENNA
HAVE STOPPED)

BLAKE: They may not even be in
this area.

JENNA: We have to assume they are.

(BLAKE LOOKS UP AT
A TREE)

BLAKE: Maybe I can see something
from up there.

(BLAKE BEGINS TO
CLIMB, WITH SOME
DIFFICULTY AS HIS
ARM IS STIFFENING
UP.

JENNA TENSE AND
ALERT REMAINS
AT THE BASE OF
THE TREE. A
STEALTHY SOUND
IN SOME NEARBY
SCRUB DRAWS HER
ATTENTION. SHE
MOVES AWAY TO
INVESTIGATE, HER
SPEAR AT THE
READY. WHEN THERE
IS NO FURTHER SOUND
SHE RELAXES SLIGHTLY
AND TURNS BACK.

THE MUTOID IS
FACING HER.

(Telecine 7 next)

(72)

SHE RECOILS IN SHOCK
BUT THE MUTOID CHOPS
HER DOWN WITH A
SAVAGE, QUICK-AS-
LIGHTNING BLOW TO
THE NECK.

BLAKE IN THE TREE
PEERING INTO THE
DISTANCE. HE STARTS
TO CLIMB DOWN.

HE REACHES THE
GROUND AND **IS**
SURPRISED TO SEE
THAT JENNA HAS
DISAPPEARED)

BLAKE: Jenna? (LOUDER) Jenna!

(NO ANSWER.

HE MOVES AROUND
SEARCHING, AND
FINDS HER STAVE
IN THE THICKET.
DETERMINED, HE
MOVES OFF TO
FIND HER)

(On Telecine)

EXT. FOREST CLEARING. DAY.
(SUTERS COTTAGE AREA)

(JENNA, HER HANDS
AND FEET TIED
WITH CREEPERS,
LIES AT THE BASE
OF A TREE. SHE
IS GAGGED. KNEELING
BEHIND HER AND
COMPLETING THE
TYING, IS THE
MUTOID.

THE MUTOID MOVES
AROUND TO FACE
JENNA AND HOLDS
OUT HER OWN RIGHT
HAND PALM UPWARDS
AND TOUCHES HER
FOREARM. A THICK
NEEDLE WITH A
TUBE ATTACHED
EXTENDS FROM THE
WRIST OF HER TUNIC
ACROSS THE HEEL
OF HER HAND SO THAT
IT JUTS SLIGHTLY
DOWNWARDS FROM
THE PALM. VERY
DELIBERATELY THE
MUTOID TURNS THE
HAND OVER AND
MOVES IT DOWNWARDS
TOWARDS JENNA'S
WRIST WITH THE
OBVIOUS INTENTION
OF THRUSTING
THE NEEDLE INTO
A VEIN. AT THE
LAST MOMENT TRAVIS
INTERRUPTS)

TRAVIS: (SHARPLY) Not yet!

TRAVIS: Not yet. Get to your position.

(THE MUTOID HESITATES)

Now!

(SLOWLY THE MUTOID
GETS TO HER FEET
AND MOVES AWAY.

TRAVIS WALKS TO
THE EDGE OF THE
CLEARING AND STANDS
WITH HIS BACK TO
JENNA)

(LOUDLY) Blake! Can you hear me?
(PAUSE) I'm sure you can hear me,
Blake! I'm sure you are close by!
(Cont ...)

(BLAKE CROUCHING
IN SOME SCRUB.
HE MOVES SOME
FOLIAGE CAREFULLY
AND WE SEE THE
CLEARING FROM HIS
P.O.V. HE IS TO
ONE SIDE OF THE
CLEARING AND IS
BEHIND TRAVIS ABOUT
HALFWAY BETWEEN
HIM AND JENNA.

AS TRAVIS CONTINUES
TO SHOUT, BLAKE
BEGINS TO MOVE
WITH INFINITE CARE
TOWARDS JENNA)

TRAVIS: (cont) I have your friend!

(BLAKE STOPS
MOVING AND
TRIES UNSUCCESSFULLY
TO SPOT THE MUTOID.
FAILING TO DO SO
HE MOVES ON.

TRAVIS MOVES OUT
TOWARDS THE OUTER
LIMITS OF THE
CLEARING)

(BLAKE BREAKS COVER
AND MOVES TOWARDS
JENNA.

TRAVIS MOVES EVEN
FURTHER AWAY,
APPARENTLY UNAWARE
OF WHAT IS HAPPENING)

Your friend can live if you give
yourself up Blake! (Cont ...)

(BLAKE REACHES
JENNA WHO IS
STRUGGLING AND
MAKING FRANTIC
EFFORTS TO WARN
HIM.

BLAKE CROUCHES
BESIDE HER,
AND STARTS
CUTTING HER BONDS.

TRAVIS TURNS AND
WITH A SMILE OF
TRIUMPH SHOUTS;-)

TRAVIS: (cont) Now!

(BLAKE LOOKS UPWARDS.
ABOVE HIM, SUSPENDED
HIGH IN THE TREE
BY A ROPE OF WOVEN
CREEPER IS THE
SPIKED FRAME.

BEHIND THE TREE
THE MUTOID SLASHES
AT THE CREEPER
ROPE WITH THE
KNIFE BUT BECAUSE
OF ITS WEAKENED
CONDITION THE
BLOW IS NOT AS FAST
AS IT COULD HAVE BEEN.

THE FRAME OF SPIKES
PLUNGES DOWN TOWARDS
BLAKE. HE COMPLETES
CUTTING THE
RESTRAINING BOND
AND HEAVES JENNA'S
BODY OUT OF THE
WAY AND DIVES AFTER
HER. THE FRAME
CRASHES INTO THE
GROUND BESIDE THEM,
THE SPIKES BITING
DEEP INTO THE SOIL.

TRAVIS GIVES A
YELL OF RAGE)

Too slow!

(GRASPING HIS
SHARPENED STAVE,
HE HURLS HIMSELF
TOWARDS BLAKE,
WHO, GRASPING HIS
OWN STAVE, RISES
TO MEET HIM. THEY
LUNGE AND SLASH AT
ONE ANOTHER.

THE MUTOID GOES
TO JENNA AND ONCE
AGAIN PREPARES
TO DRAIN HER BLOOD.

JENNA STRUGGLES
AND WRITHES, HANDS
AND FEET STILL
TIED.

BLAKE SEES WHAT
IS HAPPENING AND
TRIES TO GET
TO JENNA. TRAVIS
CATCHES HIM A
GLANCING BLOW
AND HE FALLS.

WITH A GRUNT OF
TRIUMPH, TRAVIS
STABS DOWN HARD
AT BLAKE WHO ROLLS
TO ONE SIDE.

BLAKE SMASHES
TRAVIS ACROSS
THE SHINS.

TRAVIS GOES DOWN.

BLAKE REACHES
JENNA AS THE
MUTOID IS ABOUT
TO INSERT THE
NEEDLE AND AIMS
A CRUSHING BLOW AT
ITS FACE, WITH
HIS STAVE. THE
BLOW IS HIGH AND
CATCHES THE MUTOID
ON THE FRONT OF ITS
HELMET HURLING IT
BACKWARDS.

BLAKE CUTS JENNA'S
HANDS LOOSE AND
DROPS THE KNIFE AS
HE HAS TO MEET A
NEW ATTACK FROM
TRAVIS.

BEFORE JENNA CAN
FREE HERSELF THE
MUTOID COMES BACK
AT HER. JENNA
HOLDS THE KNIFE
IN FRONT OF HER
WITH BOTH HANDS.
THE MUTOID STUMBLES
AND FALLS ON THE
UPTURNED POINT OF
THE KNIFE.

AS BLAKE AND TRAVIS
SMASH AT EACH OTHER
TRAVIS IS GRADUALLY
GETTING THE UPPER
HAND. BLAKE'S
STRENGTH IS FAILING.

TRAVIS SENSES
VICTORY. SUDDENLY
SOMETHING INSIDE
BLAKE SNAPS AND
HE BEGINS TO FIGHT
WITH ALL THE
INSANE FURY OF A
BERSERKER.

TRAVIS FALLS AND
WITH A SNARL
BLAKE RAISES THE
POINTED STAVE
TO THRUST IT INTO
TRAVIS'S THROAT)

END TELECINE 20 .

(NOW RECORD TELECINE 7)

4D 3F C4 B3

123 4 D 46. INT. LIBERATOR'S FLIGHT DECK. NIGHT.
 C.3-shot
 CALLY/VILA/GAN

(THEY ARE ALL
TENSELY WATCHING
THE SCREEN)

VILA: Kill him!

124. 3 F GAN: Go on! /
 BCU CALLY

CALLY: (V.O.) You must kill him,
Blake!

(ON SCREEN RUN
TELECINE)

(Telecine next)

(62)

INLAY:

(With
Synthesising)

TELECINE 21:

Duration: 5"

EXT. FOREST CLEARING. DAY.
(SUTERS COTTAGE)

(SCANNER/SINOFAR P.O.V.

BLAKE THREATENING
TRAVIS)

END TELECINE 21

5E C4 B3

125. 5 E 46A. INT. LIBERATOR FLIGHT DECK. NIGHT.
BCU AVON

(AVON IS SILENT,
HIS EYES ON THE
SCREEN. ALMOST
IMPERCEPTIBLY
HE IS SHAKING HIS
HEAD)

(Telecine next)

TELECINE 22: Duration: 11"

EXT. FOREST CLEARING. DAY.
(SUTERS COTTAGE)

(BLAKE FLINGS STAVE
DOWN, AND TURNS
AWAY IN DISGUST.
OPTICAL AND HE
VANISHES.)

END TELECINE 22.

TELECINE 23: Duration: 20"

EXT. LIBERATOR IN SPACE. NIGHT.

(LIBERATOR BACKS
AWAY FROM THE
NOSE TO NOSE
POSITION WITH THE
PURSUIT SHIP.
TURNS AND THEN
PICKING UP SPEED
MOVES AWAY)

END TELECINE 23.

4C C4

126. 4 C 47A. INT. LIBERATOR. FLIGHT DECK. NT.
Deep 2-shot
BLAKE/JENNA

(BLAKE AT HIS CONTROLS
WITH JENNA B.G.)

BLAKE: Jenna, what speed?

JENNA: Standard by six.

ZEN: Confirmed.

(PURPOSE OF SCENE TO
BUFFER TWO SHOTS
IN TELECINE 23)

PAUSE: Sc.48 next

2C 4C C4

127. 2 C 48. INT. FLIGHT DECK LIBERATOR. NIGHT.
 C.S. Hand being
 'healed'
 PULL BACK to (EVERYTHING IS
 M.C.2-shot BACK TO NORMAL.
 GAN/BLAKE THE CREW AT THEIR
 VARIOUS POSITIONS.

 JENNA joins b.g.
 for M.C.3-shot BLAKE IS SEATED
 IN A CHAIR.

 WIDEN to M.C.4-shot
 as VILA enters L. GAN IS WORKING
 & X.R. ON HIS INJURED ARM)

GAN: What was she like?

BLAKE: Who?

GAN: Sinofar.

BLAKE: Didn't you see her? She
 was beautiful. wasn't she, Jenna?

JENNA: Yes - very.

128. 4 C VILA: All we saw was the ugly one.
 BCU BLAKE How is it you get all the fun? /

BLAKE: Just lucky I suppose. (HE
 SMILES)

(NOW RECORD END TITLES)

OVER STAR CAPTION: Cam.5.

Closing Music:

CLOSING CREDITS:

Dur: 1'03" or
1'14"

1. Blake
GARETH THOMAS
2. Jenna
SALLY KNYVETTE
3. Avon
PAUL DARROW
4. Cally
JAN CHAPPELL
5. Vila
MICHAEL KEATING
6. Gan
DAVID JACKSON
7. Zen
PETER TUDDENHAM
8. Travis
STEPHEN GREIF
9. Sinofar
ISLA BLAIR
10. Giroc
PATSY SMART
Mutoid
CAROL ROYLE
11. Production Assistant
TONY VIRGO
Production Unit Manager
SHEELAGH REES
Visual Effects Designer
IAN SCOONES
12. Series created by
TERRY NATION
13. Film Cameraman
KEN WILLICOMBE
Film Recordist
GRAHAM HARE
Film Editor
JOHN S. SMITH

(Continued ...)

CLOSING CREDITS: (Cont.)

14. Studio Lighting
BRIAN CLEMETT
Studio Sound
TONY MILLIER
Special Sound
RICHARD YEOMAN-CLARK
Electronic Effects
A.J. MITCHELL
15. Costume Designer
BARBARA LANE
Make-Up Artist
MARIANNE FORD
Graphics Designer
BOB BLAGDEN
16. Music by
DUDLEY SIMPSON
Stunt Co-Ordinator
FRANK MAHER
17. Script Editor
CHRIS BOUCHER
18. Designer
ROGER MURRAY-LEACH
19. Producer
DAVID MALONEY
20. Directed by
DOUGLAS CAMFIELD
21. 'Federation Symbol'
BLAKE'S SEVEN
BBC-TV (C) 1978

FADE SOUND AND VISION